

1    Claims

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3    1.    Game playing apparatus for a plurality of players,  
4        the apparatus comprising: comparison means for  
5        comparing the performance of a task by a plurality  
6        of players and means for administering a  
7        disincentive to one or more of said players.

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9    2.    Apparatus as claimed in Claim 1 further comprising  
10       at least one contact element adapted to contact a  
11       player, wherein the disincentive is a tangible  
12       disincentive in the form of injury-free pain  
13       administered via the at least one contact element.

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15   3.    Apparatus as claimed in Claim 2 wherein the  
16       disincentive is a measured electric shock.

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18   4.    Apparatus as claimed in Claim 2 or Claim 3 wherein  
19       at least one contact element is provided for each  
20       player.

21

22   5.    Apparatus for playing a competitive game between two  
23       or more players, the apparatus comprising a  
24       plurality of contact elements adapted to contact a  
25       player, a plurality of player input devices adapted  
26       to measure a player's performance of a particular  
27       physical task, comparison means for comparing the  
28       relative performance of the players at said physical  
29       task, and means for administering a measured  
30       electric shock to at least one player determined to  
31       be less capable of the physical task.

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- 1 6. Apparatus as claimed in any preceding Claim wherein  
2 the contact element comprises a handset to be held  
3 by a player.  
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- 5 7. Apparatus as claimed in any preceding Claim wherein  
6 the contact element includes an electrode for  
7 administering a measured electric shock to a player.  
8
- 9 8. Apparatus as claimed in any preceding Claim further  
10 comprising means for setting a voltage at which an  
11 electric shock is administered.  
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- 13 9. Apparatus as claimed in Claim 8 comprising means for  
14 enabling a user to set a voltage at which an  
15 electric shock is administered.  
16
- 17 10. Apparatus as claimed in Claim 8 or Claim 9  
18 comprising means for automatically setting a voltage  
19 at which an electric shock is administered.  
20
- 21 11. Apparatus as claimed in any preceding Claim  
22 comprising a plurality of player input devices  
23 operable to be activated by a player and to provide  
24 a signal to the comparing means.  
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- 26 12. Apparatus as claimed in any preceding Claim wherein  
27 the player input devices are provided on the contact  
28 elements.  
29
- 30 13. Apparatus as claimed in any preceding Claim wherein  
31 the apparatus includes a signal output device for  
32 indicating a start signal to the players at a start  
33 time.  
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- 1 14. Apparatus as claimed in Claim 13 wherein the signal  
2 output device comprises a display.  
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- 4 15. Apparatus as claimed in Claim 13 or Claim 14 wherein  
5 the signal output device comprises an audio device.  
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- 7 16. Apparatus as claimed in any preceding Claim wherein  
8 the apparatus is adapted to compare reaction time of  
9 the players, wherein reaction time is defined as the  
10 time elapsed between the start time and the  
11 activation of input devices corresponding to the  
12 players.  
13
- 14 17. Apparatus as claimed in any preceding Claim wherein  
15 the apparatus is adapted to administer a measured  
16 electric shock to a player determined as having a  
17 longer reaction time than another player.  
18
- 19 18. Apparatus as claimed in any preceding Claim wherein  
20 the apparatus is be adapted to determine the longest  
21 reaction time and administer a disincentive to the  
22 player having the longest reaction time via the  
23 corresponding contact element.  
24
- 25 19. Apparatus as claimed in any preceding Claim wherein  
26 the apparatus is be adapted to determine the  
27 shortest reaction time and administer a disincentive  
28 to the remaining players via the corresponding  
29 contact elements.  
30
- 31 20. Apparatus as claimed in any preceding Claim adapted  
32 to administer a disincentive to a plurality of  
33 players.

- 1 21. A method of improving reaction time of individuals,  
2 comprising the steps of indicating a start time to a  
3 plurality of individuals; comparing reaction time of  
4 the individuals relative to one another, wherein  
5 reaction time is defined as the time elapsed between  
6 the start time and the activation of input devices  
7 corresponding to the individuals, and administering  
8 a measured electric shock to at least one individual  
9 determined to have a longer reaction time relative  
10 to at least one other individual.  
11
- 12 22. The method as claimed in Claim 21 comprising the  
13 steps of determining the longest reaction time and  
14 administering a measured electric shock to the  
15 player having the longest reaction time.  
16
- 17 23. The method as claimed in Claim 21 or Claim 22  
18 comprising the steps of determining the shortest  
19 reaction time and administering a measured electric  
20 shock to the remaining players.  
21
- 22 24. The method as claimed in any of Claims 21 to 23  
23 comprising the step of administering a measured  
24 electric shock to a plurality of players.  
25
- 26 25. The method as claimed in any of Claims 21 to 24  
27 comprising the step of setting a voltage at which an  
28 electric shock is administered.